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Relevance scale ☐ ☐ ☐ ☐ ☐**1** [News on-demand for multimedia networks](#)

Gene Miller, Greg Baber, Mark Gilliland

September 1993 **Proceedings of the first ACM international conference on Multimedia MULTIMEDIA '93**

Publisher: ACM Press

Full text available: pdf(106.03 KB)

ps(1.21 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)
Keywords: authoring, database, digital video, information service, messaging, networked multimedia, news, retrieval, wideband
2 [Session 8: systems support for multimedia: Cost-effective streaming server](#)[implementation using Hi-tactix](#)

Damien Le Moal, Tadashi Takeuchi, Tadaaki Bandoh

December 2002 **Proceedings of the tenth ACM international conference on Multimedia MULTIMEDIA '02**

Publisher: ACM Press

Full text available: pdf(271.85 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

High performance and high quality for continuous media stream delivery needed by streaming server systems cannot be achieved efficiently using general-purpose operating systems, due to the overhead of the I/O mechanism implementation generally used. Special OS combined with powerful hardware can deliver better performance and quality but increases development complexity and deployment costs. The External I/O Engine Architecture adopts a hybrid approach, implementing streaming engines using the s ...

Keywords: audio/video streaming, operating system, quicktime, real-time
3 [A method of data transfer control during handoffs in mobile-IP based multimedia networks](#)

P. Venkataram, R. Rajavelsamy, S. Laxmaiah

April 2001 **ACM SIGMOBILE Mobile Computing and Communications Review**, Volume 5 Issue 2

Publisher: ACM Press

Full text available:  pdf(796.18 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Applications that require untethered access, in real-time, to multimedia information sources are made possible by mobile multimedia networks. These include support for decision makers in the field, crisis management and response, law enforcement, etc. The multimedia applications demand constant and continuous flow of data from the integrated sources. So, the network should support continuous transfer of information to the mobile hosts. However, the handoffs initiated by the mobile hosts will not ...

4 A continuous media transport and orchestration service



Andrew Campbell, Geoff Coulson, Francisco García, David Hutchison

October 1992 **ACM SIGCOMM Computer Communication Review , Conference proceedings on Communications architectures & protocols SIGCOMM '92**, Volume 22 Issue 4

Publisher: ACM Press

Full text available:  pdf(1.37 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The desire to transfer continuous media such as digital audio and video across packet switched networks imposes a number of new requirements on transport level communication services. This paper identifies a number of these requirements in the context of an experimental distributed multimedia infrastructure, and reports on research which addresses some of the associated issues. Particular attention is paid to two areas: (i) extended Quality of Service (QoS) provision; and (ii) support for t ...

5 Computer simulation of communications on the space station data management system



J. R. Agre, J. A. Clarke, M. W. Atkinson, I. H. Shah Nawaz

December 1987 **Proceedings of the 19th conference on Winter simulation WSC '87**

Publisher: ACM Press

Full text available:  pdf(1.32 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

A discrete event simulation model for performance evaluation of various alternatives in the design of the communication system on the Data Management System (DMS) of the space station has been developed. DMS.SIM, the SIMSCRIPT-based model of DMS consists of two components: (I) The communication architecture model of multiple, interconnected, fiber-optic, local area networks (LANs) where the LAN access protocol is either token-bus or a version of CSMA/CD with deterministic collision ...

6 Embedded systems: applications, solutions and techniques (EMBS): QoS support for IEEE-1394 requests



Chih-Yuan Huang, Tei-Wei Kuo, Ai-Chun Pang

April 2006 **Proceedings of the 2006 ACM symposium on Applied computing SAC '06**

Publisher: ACM Press

Full text available:  pdf(128.29 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

IEEE-1394 is widely adopted in various commercial products for computing, communication, and entertainment. Although many services with Quality of Service (QoS) supports are now available in systems over IEEE-1394, little work is done for QoS-based resource allocation. In this paper, we aim at the design of a bandwidth reservation mechanism and its policy for isochronous requests, such as those from cameras. We then address the QoS support issue for asynchronous requests, such as those from disk ...

Keywords: I/O subsystem, IEEE-1394, quality-of-service, real-time

7 MCAM: an application layer protocol for movie control, access, and management



Ralf Keller, Wolfgang Effelsberg

September 1993 **Proceedings of the first ACM international conference on Multimedia MULTIMEDIA '93**

Publisher: ACM Press

Full text available: pdf(90.84 KB)

ps(182.37 KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: ISO/OSI, application layer, digital movies, multimedia systems

8 Special issue on wireless extensions to the internet: Fast handovers and context transfers in mobile networks



Rajeev Koodli, Charles E. Perkins

October 2001 **ACM SIGCOMM Computer Communication Review**, Volume 31 Issue 5

Publisher: ACM Press

Full text available: pdf(1.16 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

We describe recent work enabling fast handovers and context transfer between access routers offering Internet connectivity for mobile (often wireless) nodes. We present our framework for engineering general context transfer solutions, and a protocol which uses the framework to provide a simple yet general mechanism for carrying out context transfers during handovers. Since our mechanism operates at the network level, we expect that it will be the most expedient way to provide for seamless han ...

Keywords: IPv6, context transfer, fast handover, mobile IP, mobile network

9 A quality of service architecture



Andrew Campbell, Geoff Coulson, David Hutchison

April 1994 **ACM SIGCOMM Computer Communication Review**, Volume 24 Issue 2

Publisher: ACM Press

Full text available: pdf(2.22 MB)

Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

For applications relying on the transfer of multimedia, and in particular continuous media, it is essential that quality of service (QoS) is guaranteed system-wide, including end-systems, communications systems and networks. Although researchers have addressed many isolated areas of QoS provision, little attention has so far been paid to the definition of an integrated and coherent framework that incorporates QoS interfaces, management and mechanisms across all architectural layers. To address t ...

10 Optimizing file transfer response time using the loss-load curve congestion control mechanism



Carey L. Williamson

October 1993 **ACM SIGCOMM Computer Communication Review , Conference proceedings on Communications architectures, protocols and applications SIGCOMM '93**, Volume 23 Issue 4

Publisher: ACM Press

Full text available: pdf(1.13 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Loss-load curves are a recently proposed feedback mechanism for rate-based congestion control in datagram computer networks. In the loss-load model, packet loss inside the network is a direct function of sender transmission rates, and senders have the responsibility of choosing their own transmission rate based on the loss-load tradeoff

curve provided by the network. Earlier work has provided the mathematical basis for the loss-load model and provided preliminary simulation results demonstrating ...

11 Multimedia: Distributed knowledge worker (DKW): a personal conferencing system

Rich Helms


October 1991 **Proceedings of the 1991 conference of the Centre for Advanced Studies on Collaborative research CASCON '91**

Publisher: IBM Press

Full text available:  [pdf\(757.73 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

This paper describes Distributed Knowledge Worker (DKW): a prototype multi-point desktop conferencing system that enables users to initiate and conduct business meetings using an ordinary computer and standard communications hardware. We present a statement of the problem that led to the development of DKW; the research strategy undertaken; a brief review of the literature; a description of the selected market segment; and a discussion of how the project was designed and implemented.

12 Embedded video in hypermedia documents: supporting integration and adaptive control

 Dick C. A. Bulterman

October 1995 **ACM Transactions on Information Systems (TOIS)**, Volume 13 Issue 4

Publisher: ACM Press

Full text available:  [pdf\(2.41 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

As the availability of digital video becomes commonplace, a shift in application focus will occur from merely accessing video as an independent data stream to embedding video with other multimedia data types into coordinated hypermedia presentations. The migration to embedded video will present new demands on application and support environments: processing of any one piece of video data will depend on how that data relates to other data streams active with ...

Keywords: adaptive control, embedded video, hypermedia documents, multimedia, synchronization, video presentation

13 Papers: Wireless data communications using DECT air interface

 António Muchaxo, Alexandre Sousa, Nuno Pereira, Helena Sarmento


April 1999 **ACM SIGCOMM Computer Communication Review**, Volume 29 Issue 2

Publisher: ACM Press

Full text available:  [pdf\(1.25 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)


DECT is an approved ETSI standard for cordless communications, defined as a general radio access technology that can be used as the air interface to any network. In addition to the well-established voice service, it supports data communications. DECT currently addresses low bit rates, but additional modulation options have recently been included for high-speed, up to 2Mbps. In this paper, we describe the hardware and software design of an entire wireless communications system to be used in SOHO ...

14 The architecture of a Gb/s multimedia protocol adapter

 Erich Rüttsche

July 1993 **ACM SIGCOMM Computer Communication Review**, Volume 23 Issue 3

Publisher: ACM Press

Full text available:  [pdf\(733.07 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

In this paper a new multiprocessor--based communication adapter is presented. The

adapter architecture supports isochronous multimedia traffic and asynchronous data traffic by handling them separately. The adapter architecture and its components are explained and the protocol processing performance for TCP/IP and for ST-II is evaluated. The architecture supports the processing of ST-II at the network speed of 622 Mb/s. The calculated performance for TCP/IP is more than 30000 segments/sec. The ar ...

15 Efficient user-space protocol implementations with QoS guarantees using real-time upcalls

R. Gopalakrishnan, Gurudatta M. Parulkar

August 1998 **IEEE/ACM Transactions on Networking (TON)**, Volume 6 Issue 4

Publisher: IEEE Press

Full text available:  pdf(205.42 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: multimedia communication, networks, operating system kernels, processor scheduling, protocols, real-time systems, transport protocols

16 QoS aware multi-channel scheduling for IEEE 802.15.3 networks

Aniruddha Rangnekar, Krishna M. Sivalingam

February 2006 **Mobile Networks and Applications**, Volume 11 Issue 1

Publisher: Kluwer Academic Publishers

Full text available:  pdf(612.28 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

From a multimedia applications perspective, there is an ever increasing demand for wireless devices with higher bandwidth to support high data rate flows. One possible solution to support the demand for higher bandwidth is to utilize the full spectrum by simultaneously using multiple channels for transmission. Recent approval by the Federal Communications Commission (FCC) has led to considerable interest in exploiting Ultra Wideband (UWB) access on an unlicensed basis in the 3.1-10.6 GHz band. C ...

17 Oracle media server: providing consumer based interactive access to multimedia data

Andrew Laursen, Jeffrey Olkin, Mark Porter

May 1994 **ACM SIGMOD Record , Proceedings of the 1994 ACM SIGMOD international conference on Management of data SIGMOD '94**, Volume 23 Issue 2

Publisher: ACM Press

Full text available:  pdf(1.05 MB) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

Currently, most data accessed on large servers is structured data stored in traditional databases. Networks are LAN based and clients range from simple terminals to powerful workstations. The user is corporate and the application developer is an MIS professional. With the introduction of broadband communications to the home and better than 100-to-1 compression techniques, a new form of network-based computing is emerging. Structured data is still important, but the bulk of data b ...

18 Scheduling file transfers in a distributed network

E. G. Coffman, M. R. Garey, D. S. Johnson, A. S. LaPaugh

August 1983 **Proceedings of the second annual ACM symposium on Principles of distributed computing PODC '83**

Publisher: ACM Press

Full text available:  pdf(1.12 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We consider a problem of scheduling file transfers in a network so as to minimize overall finishing time, which we formalize as a problem of scheduling the edges of a weighted

multigraph. Although the general problem is NP-complete, we identify polynomial time solvable special cases and derive good performance bounds for several natural approximation algorithms. The above results assume the existence of a central controller, but we also show how the approximation algorithms, along with their ...

19 Performance comparison of routing protocols under dynamic and static file transfer connections



A. Udaya Shakar, Cengiz Alaettinoglu, Klaudia Dussa-Zieger, Ibrahim Matta
October 1992 **ACM SIGCOMM Computer Communication Review**, Volume 22 Issue 5

Publisher: ACM Press

Full text available: pdf(853.57 KB) Additional Information: [full citation](#), [abstract](#), [index terms](#)

We compare the performance of two recently proposed distance-vector algorithms (Merlin-Segall and Extended Bellman-Ford) with a link-state algorithm (SPF), under varying file transfer workload. (Unlike the traditional distance-vector algorithms, these new distance-vector algorithms do not suffer from long-lived loops.) Our comparison is done using a recently developed network simulator, MaRS. We consider both dynamic and static file transfer connections, and both uniform and hotspot distribution ...

20 Design and performance evaluation of a MAC protocol for wireless local area networks

Marco Conti, Claudio Demaria, Lorenzo Donatiello
June 1997 **Mobile Networks and Applications**, Volume 2 Issue 1

Publisher: Kluwer Academic Publishers

Full text available: pdf(650.15 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We propose and analyze, from a performance viewpoint, a Medium Access Control (MAC) protocol for Wireless Local Area Networks (WLANs). The protocol, named Prioritized-Access with Centralized-Control (PACC), supports integrated traffics by guaranteeing an almost complete utilization of network resources. The proposed protocol combines random access for signalling, with collision-free access to the transmission channel. The transmission channel is assumed to be slotted, with slots grouped into ...

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